

Intro to Action Scripting in Flash®

Using Flash MX®

Introduction

Action scripting permits user interactivity with your Flash® movie. It also permits you, the movie maker, to have control over given aspects of the movie.

To introduce the concept, we will modify the cow and ball movie that you created in the last lesson. You will add two action scripts to the movie - one that stops the movie after it plays and a replay button for site guests to click on to replay the movie.

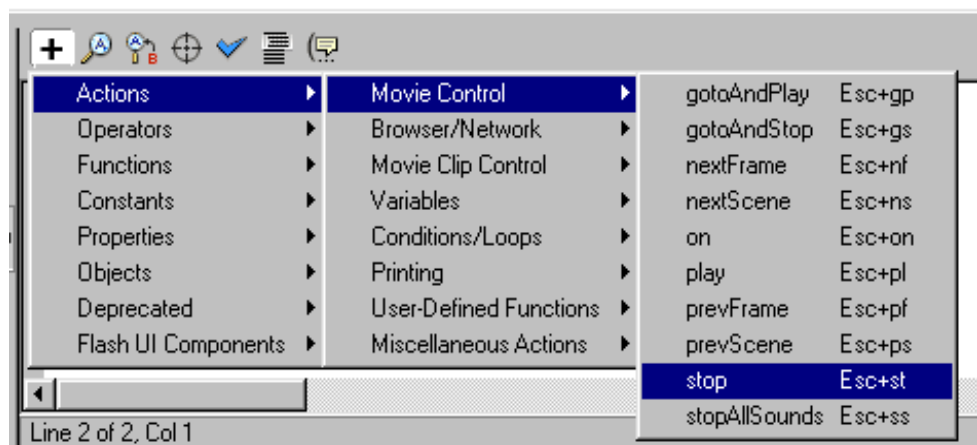
You will also add a security measure to the movie - a password to prohibit importing the Flash® movie back into Flash® for further editing.

**** Important:** Action scripting can be added to either a keyframe or to a button within the movie itself.

Instructions

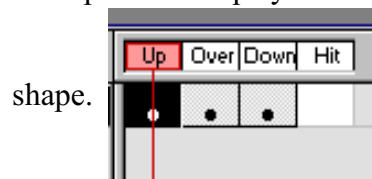
1. Open the Flash® movie (the .fla file) you created in the last lesson with the cow and the ball.
2. Resave the movie, this time adding `actionscript` to the filename, so you don't replace the first assignment you created.
3. The first step is to add the ***stop()*** action in the movie, which will stop the movie from playing to allow space for the replay button. Here is how to add the ***stop()*** action:
 - a. Remember that actions (action scripting) can be added to either a keyframe or to a button within the movie itself. You will add the Action to the last keyframe in the Cow layer. In reality, it doesn't matter which layer you add the action script within, just as long as it is in the last keyframe of the layer.
 - b. Right click on the last keyframe in the Cow layer and select ***Actions***.
 - c. The Action Scripting window will open. Select the +, ***Actions, Movie Control***,

Stop. Here is an image of what you will see on:



is an image of what you will see on:

4. To test the Action you just added:
 - a. Resave the file you just modified
 - b. Press [Ctrl] [Enter] to see that the movie now stops after it plays once.
5. Now you will create the *Play Again* button to add to the movie:
 - a. Open the Library and press the + (new symbol) icon in the bottom left corner of the Library window.
 - b. Select button and name the button something like *Play Again*
 - c. When you press [Enter] or click [OK], a new window will open, this time to edit the *Play Again* object.
 - d. Use the Oval or Rectangle tool to draw a new shape in the window.
 - e. On top of the shape you've drawn, use the Text tool to type *Play Again* on the

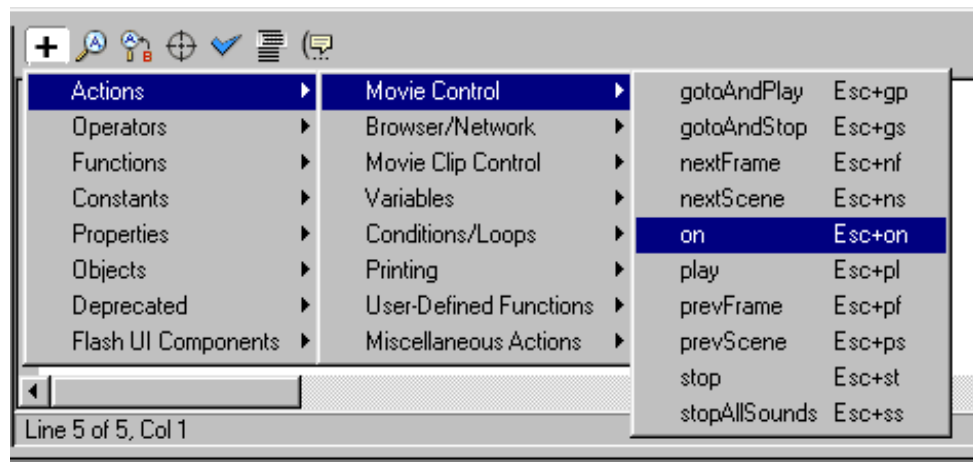


shape. The text you type will be placed in the keyframe

- f. Right click on the Frame beneath the word **Over** and insert a keyframe. Retype *Play Again*, this time in a different color.
 - g. Right click on the Frame beneath the word **Down** and insert a keyframe. Retype *Play Again*, this time in a different color, or you can leave it the same color as in the **Over** frame.
6. Now you will add the *Play Again* button to the movie:
 - a. Insert another Layer into the movie, this time naming it *Play Again*
 - b. Insert a keyframe to the last frame of the *Play Again* layer.
 - c. Single click on the keyframe you just added to the *Play Again* layer, and drag a copy of the button to the stage.
7. Remember that actions (action scripting) can be added to either a keyframe or to a button within the movie itself. Now you will add an action to the button you just created:

a. Right click on the *Play Again* button now within the movie itself (on stage).

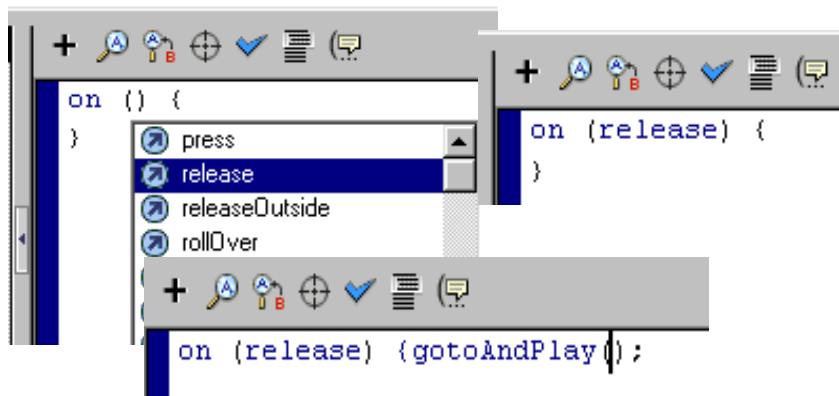
b. Select Actions, Movie Control, on



click
Again
sitting
moving
the

Select
Action
Movie
Control
on

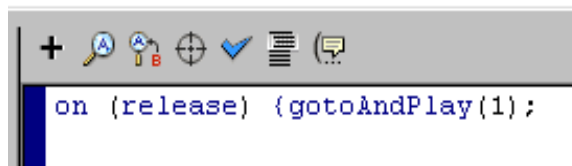
- c. Then Select Release . The screen option will look like:



- d. When you select the script will look like: release,

- e. Then within brackets, click and select +, **Control, GotoandPlay**

- f. The script



the last set of **Actions, Movie**

will look like:

- g. Then between the parenthesis, enter a **1**, which will tells the script to send the user back to Frame 1 when the button is clicked. The final script will look like:

- h. Resave the file and press [Ctrl] [Enter] to watch and test your movie. It should

- play as the one in the online lesson displays.
8. Now you will officially Publish the file, adding a password to the file, to stop someone from importing your file for further editing:
 - a. Click **File, Publish Settings**.
 - b. Beneath the [Formats] tab, select: **Flash (.swf)** and **HTML (.html)**
 - c. Beneath the [Flash] tab, check the ***Protect from Import*** check box and enter a password into the input box that becomes available.
 - d. Click [Publish]
 - e. Note: The movie will publish where the .fla file is stored. A final .swf file and an .html file will be created. When you put a Flash® movie online, you publish the .swf file, using the code that is provided in the .html file to embed the file.